CLAIMS

1.   An image generation system comprising:

depth cueing processing means which performs processing

5 for depth cueing for an object such that the color of the object

being more distant from a viewpoint is made closer to a target

color;

alpha value processing means which performs processing

for varying an alpha (α) value of the object so that the object

10 being more distant from the viewpoint becomes more transparent;

and

drawing means which draws an image viewable from a virtual

camera in an object space.

15 2.   The image generation system as defined in claim 1,

wherein the drawing means draws a most distant background

including a color different from the target color.

3.   The image generation system as defined in claim 1,

20   wherein the depth cueing processing means performs depth

cueing for the object on condition that the object is positioned

within a given area; and

wherein the alpha value processing means performs

processing for varying the alpha value on condition that the

25 object is positioned within a given area.

4.   The image generation system as defined in claim 2,

31

wherein the depth cueing processing means performs depth cueing for the object on condition that the object is positioned within a given area; and

wherein the alpha value processing means performs processing for varying the alpha value on condition that the object is positioned within a given area.

5.   The image generation system as defined in claim 1,

wherein the depth cueing processing means varies a depth cueing value for each vertex of the object based on a Z-value for each vertex of the object; and

wherein the alpha value processing means varies the alpha value for each vertex of the object based on the Z-value for each vertex of the object.

6.   The image generation system as defined in claim 2,

wherein the depth cueing processing means varies a depth cueing value for each vertex of the object based on a Z-value for each vertex of the object; and

wherein the alpha value processing means varies the alpha value for each vertex of the object based on the Z-value for each vertex of the object.

7.   The image generation system as defined in claim 1, further comprising:

sorting means which sorts objects of which alpha values are varied and causes the objects to be drawn sequentially from

32

an object nearest to the viewpoint.

8. The image generation system as defined in claim 2, further comprising:

5   sorting means which sorts objects of which alpha values are varied and causes the objects to be drawn sequentially from an object nearest to the viewpoint.

9. An image generation system comprising:

10   alpha value processing means which performs processing for varying an alpha (α) value of an object so that the object being more distant from the viewpoint becomes more transparent; and

       drawing means which draws an image viewable from a virtual

15 camera within an object space.

10. An image generation system comprising:

       alpha value processing means which performs processing for varying an alpha (α) value of an object depending on the

20 distance between the object and the viewpoint;

       sorting means which sorts objects of which alpha values are varied and causes the objects to be drawn sequentially from an object nearest to the viewpoint; and

       drawing means which draws an image viewable from a virtual

25 camera in an object space in drawing order determined by the sorting means while performing alpha blending based on the alpha value.

11.   A computer-usable program embodied on an information storage medium or in a carrier wave, comprising a processing routine for implementing:

depth cueing processing means which performs processing for depth cueing for an object such that the color of the object being more distant from a viewpoint is made closer to a target color;

alpha value processing means which performs processing for varying an alpha (α) value of the object so that the object being more distant from the viewpoint becomes more transparent; and

drawing means which draws an image viewable from a virtual camera in an object space.

12.   The program as defined in claim 11,

wherein the drawing means draws a most distant background including a color different from the target color.

13.   The program as defined in claim 11,

wherein the depth cueing processing means performs depth cueing for the object on condition that the object is positioned within a given area; and

wherein the alpha value processing means performs processing for varying the alpha value on condition that the object is positioned within a given area.

34

14.   The program as defined in claim 12,

wherein the depth cueing processing means performs depth

cueing for the object on condition that the object is positioned

within a given area; and

5   wherein the alpha value processing means performs

processing for varying the alpha value on condition that the

object is positioned within a given area.

15.   The program as defined in claim 11,

10   wherein the depth cueing processing means varies a depth

cueing value for each vertex of the object based on a Z-value

for each vertex of the object; and

wherein the alpha value processing means varies the alpha

value for each vertex of the object based on the Z-value for

15   each vertex of the object.

16.   The program as defined in claim 12,

wherein the depth cueing processing means varies a depth

cueing value for each vertex of the object based on a Z-value

20   for each vertex of the object; and

wherein the alpha value processing means varies the alpha

value for each vertex of the object based on the Z-value for

each vertex of the object.

25   17.   The program as defined in claim 11, further comprising

a processing routine for implementing:

sorting means which sorts objects of which alpha values

35

are varied and causes the objects to be drawn sequentially from an object nearest to the viewpoint.

18. The program as defined in claim 12, further comprising 5 a processing routine for implementing:

sorting means which sorts objects of which alpha values are varied and causes the objects to be drawn sequentially from an object nearest to the viewpoint.

10 19. A computer-usable program embodied on an information storage medium or in a carrier wave, comprising a processing routine for implementing:

alpha value processing means which performs processing for varying an alpha (α) value of an object so that the object 15 being more distant from the viewpoint becomes more transparent; and

drawing means which draws an image viewable from a virtual camera within an object space.

20 20. A computer-usable program embodied on an information storage medium or in a carrier wave, comprising a processing routine for implementing:

alpha value processing means which performs processing for varying an alpha (α) value of an object depending on the 25 distance between the object and the viewpoint;

sorting means which sorts objects of which alpha values are varied and causes the objects to be drawn sequentially from

36

an object nearest to the viewpoint; and

drawing means which draws an image viewable from a virtual camera in an object space in drawing order determined by the sorting means while performing alpha blending based on the alpha

5   value.